

Proposed Examiner's Amendment

1-14. (Canceled).

15. (Currently Amended) A gaming machine, comprising:

circuitry for receiving data from a promotional device in communication with the gaming machine, the circuitry configured to:

retrieve, from the promotional device, information identifying an indicia of credit for use in wager-based gaming;

retrieve, from the promotional device, information identifying a specific gaming application, the indicia of credit being limited to use only with instances of the specific gaming application;

retrieve, from the promotional device, player identification information for a specific player associated with the promotional device,

a processor configured to:

generate play of a wager-based game;

determine, based at least in part on the retrieved information identifying the specific gaming application, whether an instance of the specific gaming application is available for play on the gaming machine;

authenticate, using the retrieved player identification information, the specific player associated with the promotional device; [[and]]

determine, based at least in part on the determination as to whether an instance of the specific gaming application is available for play, whether or not to apply the indicia of credit for use on the gaming machine; and

when the processor determines that the specific gaming application is available and when the specific player is authenticated, indicate that the indicia of credit is available to be used for play of the specific gaming application.

16. (Previously Presented) The gaming machine of claim 15, wherein the processor is further configured to enable operation of the specific gaming application in accordance with the credit if the specific gaming application is available for play on the gaming machine and if the identity of the specific player is authenticated.

17. (Original) The gaming machine of claim 15, wherein the processor is configured to authenticate the specific player by determining whether the player identification information

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associated with the promotional device is consistent with a secondary form of player identification presented to the gaming machine.

18. (Original) The gaming machine of claim 17, wherein the secondary form of player identification presented to the gaming machine is a player tracking card, biometric information, a PIN number, a driver's license, a smart card, a credit card, a wireless device, or a combination thereof.

19. (Original) The gaming machine of claim 17, wherein the indicia of credit associated with the promotional device and information about the specific gaming application on the gaming machine to which the promotional device and the credit is limited is stored in a first database, and wherein information associated with the secondary form of player identification is stored in a second database.

20. (Previously Presented) The gaming machine of claim 19, wherein the first database and the second database are the same.

21. (Previously Presented) The gaming machine of claim 19, wherein the player identification information stored in the first database is accessible using information from the promotional device, and wherein the information associated with the secondary form of player identification stored in the second database is accessible using information from the secondary form of player identification.

22. (Previously Presented) The gaming machine of claim 21, wherein the first database and second database are accessible using a player tracking account number.

23. (Original) The gaming machine of claim 15 wherein the gaming machine is part of a gaming network which includes a remote storage device, at least part of the credit being stored in the remote storage device.

24. (Original) The gaming machine of claim 15 wherein the circuitry comprises one of a magnetic card reader, a bar code reader, and a wireless receiver.

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25. (Original) The gaming machine of claim 15, wherein the player identification information is a player tracking account number.

26. (Currently Amended) A method for operating a wager-based gaming machine, comprising:

retrieve, from a promotional device, information identifying an indicia of credit for use in wager-based gaming;

retrieve, from the promotional device, information identifying a specific gaming application, the indicia of credit being limited to use only with instances of the specific gaming application;

retrieve, from the promotional device, player identification information for a specific player associated with the promotional device; and

prior to enabling operation of the specific gaming application on the wager-based gaming machine and applying the credit toward the specific gaming application:

authenticating, using the retrieved player identification information, the specific player associated with the promotional device;

determining, based at least in part on the retrieved information identifying the specific gaming application, whether an instance of the specific gaming application is available for play on the gaming machine; [[and]]

determining, based at least in part on the determination as to whether an instance of the specific gaming application is available for play, whether or not to apply the indicia of credit for use on the gaming machine; and

when an instance of the specific gaming application is available for play on the gaming machine and when the specific player is authenticated, indicating that the indicia of credit is available to be used for play of the instance of the specific gaming application.

27. (Previously Presented) The method of claim 26, further comprising enabling operation of the specific gaming application on the gaming machine and applying the credit toward the specific gaming application if the specific player is authenticated and if the specific gaming application is available for play on the gaming machine.

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28. (Previously Presented) The method of claim 26, further comprising when the specific gaming application is available on the gaming machine, refusing to apply the credit toward the specific gaming application if the specific player is not authenticated.

29. (Original) The method of claim 26, further comprising disabling operation of the specific gaming application on the gaming machine and refusing to apply the credit toward the specific gaming application if the specific gaming application is not associated with the gaming machine.

30. (Original) The method of claim 26, wherein authenticating the specific player includes determining that player identification information associated with the promotional device matches a secondary form of player identification presented to the gaming machine.

31. (Original) The method of claim 30, wherein the secondary form of player identification is a player tracking card, biometric information, a PIN number, a driver's license, a smart card, a credit card, a wireless device, or a combination thereof.

32. (Original) The method of claim 30, wherein the player identification information is stored in a first database, and wherein information associated with the secondary form of player identification is stored in a second database.

33. (Original) The method of claim 32, wherein the first database and the second database are the same.

34. (Original) The method of claim 32, wherein the player identification information stored in the first database is accessible using information from the promotional device, and wherein the information associated with the secondary form of player identification stored in the second database is accessible using information from the secondary form of player identification.

35. (Original) The method of claim 26 wherein the gaming machine is part of a gaming network having at least one gaming server associated therewith, and wherein enabling operation of the specific gaming application comprises employing objects associated with the

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specific gaming application distributed among the gaming machine and the at least one gaming server.

36. (Original) The method of claim 35 wherein the network is one of a local area network and a wide area network.

37. (Original) The method of claim 26 wherein communicating with the promotional device comprises receiving the promotional device in a receptacle associated with the gaming machine.

38. (Original) The method of claim 26 wherein communicating with the promotional device comprises receiving a wireless transmission from the promotional device.

39. (Original) The method of claim 26 further comprising identifying at least one gaming venue in which the promotional device may be employed.

40. (Original) The method of claim 39 wherein the at least one gaming venue comprises multiple related gaming venues.

41. (Currently Amended) A promotional device ~~for effecting~~ that effects operation of a specific gaming application for a wager-based game on a gaming site ~~[[via]]~~ over the Internet, when the specific gaming application is available for play on the gaming site, the promotional device configured to store information comprising: 1) game-specific indicia of credit, the game-specific indicia of credit being limited to use only with instances of the specific gaming application, 2) information used to identify a specific player to which operation of the specific gaming application and application of the credit is limited and 3) information used to identify the specific gaming application, wherein the information stored on the promotional device, when transmitted from a personal computer to a gaming site ~~[[via]]~~ over the Internet, allows the gaming site to determine 1) an identity of the specific player to be authenticated and 2) an availability of an instance of the specific gaming application to be determined prior to the indicia of credit being used on the ~~wager-based gaming machine~~ gaming site for only the specific gaming application.

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42. (Currently Amended) A promotional device ~~for effecting~~ that effects operation of a specific gaming application on a wager-based gaming machine, when an instance of the specific gaming application is available for play on the wager-based gaming machine that is in communication with the promotional device, the promotional device configured to store ~~the following~~ information comprising:

game-specific indicia of credit, the game-specific indicia of credit being limited to use only with instances of the specific gaming application;

information used to identify a specific player to which operation of the specific gaming application and application of the indicia of credit is limited; and

information used to identify the specific gaming application,

wherein the information stored on the promotional device, when transmitted to the wager-based gaming machine, allows the wager-based gaming machine to determine 1) an identity of the specific player to be authenticated and 2) an availability of an instance of the specific gaming application, the identity and the availability to be determined prior to the indicia of credit being used on the wager-based gaming machine for only the specific gaming application.

43. (Previously Presented) The gaming machine of claim 15, wherein the processor is further configured to apply the indicia of credit for use on the gaming machine when it is determined that the specific gaming application is available for play on the gaming machine.

44. (Previously Presented) The gaming machine of claim 15, wherein the processor is further configured to not apply the indicia of credit for use on the gaming machine when it is determined that the specific gaming application is not available for play on the gaming machine.

45. (Previously Presented) The method of claim 26, further comprising applying the indicia of credit for use on the gaming machine when it is determined that the specific gaming application is available for play on the gaming machine.

46. (Previously Presented) The method of claim 26, further comprising not applying the indicia of credit for use on the gaming machine when it is determined that the specific gaming application is not available for play on the gaming machine.